

MOBS & MINIONS

MOBS

A mob is a group of identical monsters that are handled as a single combat unit. Mobs can reduce the complexity of running encounters on crowded battlefields.

All creatures in a mob share the same initiative. During the mob's turn, resolve a single mob attack against each player character and party ally within range.

Whenever a mob attacks a target, subtract the mob's attack modifier from the target's AC, determine how many creatures in the mob are attacking the target, and consult the Mob Attacks table to determine how many individual attacks hit the target. Then, multiply the number of hits by the attack's average damage to determine how much damage is dealt. If the mob has disadvantage, the hit threshold is doubled. If the mob has advantage, it is halved (round up).

MOB ATTACKS TRAIT

Add the following Mob Attack trait to each monster in a mob:

Mob Attacks. The *monster* uses the rules for mob attacks in place of normal attack and damage rolls. The *monster* mob's hit thresholds are as follows: Target-AC(*monster*) 1-5(1), 6-12(2), 13-14(3), 15-16(4), 17-18(5), 19(10), 20(20).

MOB ATTACKS

d20 Roll Needed	Attackers Needed for One to Hit	With Advantage	With Disadvantage
1-5	1	1	2
6-12	2	1	4
13-14	3	2	6
15-16	4	2	8
17-18	5	3	10
19	10	5	20
20	20	10	40

MINIONS

Minions are simplified, low-level monsters that work well as mobs. The following minion traits attempt to remove extraneous bookkeeping that can bog down the game while still adding interest to large combat encounters.

Minions are unique in that they are binary monsters—they only have 1 hit point, so they are only ever alive or dead, never wounded or injured.

Minions use Mob Attack thresholds in place of attack rolls, and multiply damage averages by the number of landed hits in place of damage rolls.

Minions never use effects that require saving throws, and rarely use spells unless they require attack rolls compatible with Mob Attack Thresholds.



MAKING MINIONS

Follow these steps when converting a standard monster's stat block into a minion:

1. Reduce HP to 1.
2. Standard AC is fine in most cases. Adjust slightly lower for glass cannons and slightly higher for tanks.
3. Ability scores, skills, senses, damage immunities, languages, and passive traits remain unchanged.
4. Simplify damage resistances by upgrading the most thematic one to immunity and removing the rest.
5. Add the Mob Attack trait.
6. Narrow it down to one attack action if possible. If you have multiple attacks, the "to hit" modifiers must be exactly the same across the board.
7. If the creature has Multiattack, the minion instead makes a buffed single attack. Compensate by increasing the damage die once for each extra attack.
8. Bonus actions listed in the stat block are available to all minions on every turn (such as a goblin's Nimble Escape trait, which allows it to disengage or hide as a bonus action).
9. Adjust reactions as necessary. Minions roll individual attacks of opportunity as standard monsters. Defensive reactions, on the other hand, may only be triggered if a PC's attack misses by 5 or more.

MINION ENCOUNTERS

The following section addresses various challenges which may arise when adjudicating minion encounters.

ADJUDICATING AREAS OF EFFECT

Area of effect attacks and spells are particularly potent against mobs of enemies. Use the Targets in Area of Effects table to calculate how many minions are slain according to the area's size and shape.

TARGETS IN AREAS OF EFFECT

Area	Number of Targets
Cone	Size ÷ 10 (round up)
Cube or square	Size ÷ 5 (round up)
Cylinder	Radius ÷ 5 (round up)
Line	Length ÷ 30 (round up)
Sphere or circle	Radius ÷ 5 (round up)

CLEAVING THROUGH MINIONS

When a player character makes a weapon attack against a mob of minions, there is a chance that the attack will cleave through multiple targets, slaying several at once.

Make an attack roll. If it succeeds the target's AC by 5 or more, your attack targets all of the minions in a circular area centered on you with a diameter equal to your movement speed. Consult the Targets in Areas of Effect table to determine how many minions can be hit by your attack. Roll damage as usual. For each point of damage dealt, one minion is slain up to the maximum determined by the area of effect.

STRAGGLERS

When a mob of minions is reduced to a few stragglers, they revert to the statistics of standard monsters for the remainder of the encounter. Alternatively, you may allow the players to describe how they dispatch the remaining stragglers in brutal, epic fashion.

SAMPLE MINIONS

GOBLIN

MINION

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 1 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Mob Attacks. The goblin uses the rules for mob attacks in place of normal attack and damage rolls. The goblin mob's hit thresholds are as follows: *Target-AC(goblins)* 5-9(1), 10-16(2), 17-18(3), 19-20(4), 21-22(5), 23(10), 24(20).

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

KOBOLD

MINION

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 1 (2d6-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Mob Attacks. The kobold uses the rules for mob attacks in place of normal attack and damage rolls. As long as they form a mob, the kobolds are assumed to have advantage on their attacks, thanks to Pact Tactics. The kobold mob's hit thresholds are as follows: *Target-AC(kobolds)* 5-16(1), 17-20(2), 21-22(3), 23(5), 24(10).

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

CREDITS

Thanks to [u/ES_curse](#) for the [original reddit post](#) which I modified and consolidated for this document, and to [u/alittlegnome](#) for the Google Docs formatting template. Sample minions are based on monsters found in the SRD. Artwork: [Kobold minions](#), Monster Manual 4th Edition ©Wizards of the Coast. I do not claim ownership of any material herein. — [u/JadeRavens](#)

SKELETON

MINION

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 1 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Mob Attacks. The skeleton uses the rules for mob attacks in place of normal attack and damage rolls. The skeleton mob's hit thresholds are as follows: *Target-AC(goblins)* 5-9(1), 10-16(2), 17-18(3), 19-20(4), 21-22(5), 23(10), 24(20).

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

SPRITE

MINION

Tiny fey, neutral evil

Armor Class 15 (leather armor)

Hit Points 1 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception + 3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Mob Attacks. The sprite uses the rules for mob attacks in place of normal attack and damage rolls. The sprite mob's hit thresholds are as follows: *Target-AC(goblins)* 5-9(1), 10-16(2), 17-18(3), 19-20(4), 21-22(5), 23(10), 24(20).

ACTIONS

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 slashing damage.